INTRODUCTION

EnSight's viewports provide a great deal of flexibility in how objects are displayed in the Graphics Window. Given the complicated transformations that can be performed, it is imperative that users be able to save and restore accumulated viewport transforms.
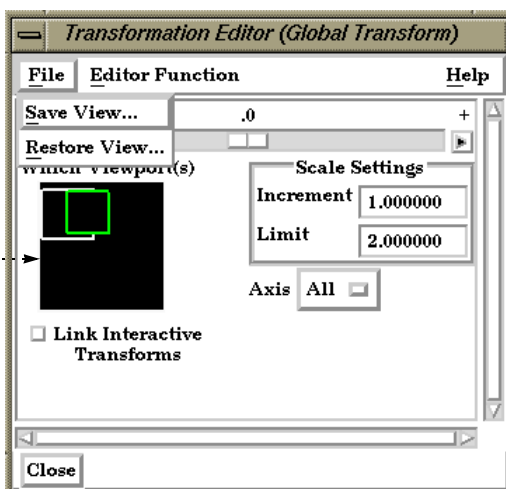
BASIC OPERATION

View saving and restoring is accessed from the Transformations dialog.

Saving Viewing Parameters

Click Transf. Edit... in the Transformations Control area to open the Transformations dialog.

1. Select the viewports you want to save. Click within a viewport to select it. Hold down the control key as you click to select additional viewports.

2. Select Save View... from the File menu. Select a directory and enter a file name in the file browser and click OK.

EnSight provides a maximum of 16 viewports: the main viewport (which you cannot change) and 15 additional viewports. When EnSight saves one or more viewports, it also includes the viewport number (which is equal to the creation order) as a tag. When you request that one or more viewports be restored, EnSight looks in the saved file and searches for tag numbers corresponding to the currently selected viewports. If it finds a match, it restores that viewport. If there is no match for a selected viewport, it is left unchanged.

Restoring Viewing Parameters

Click Transf. Edit... in the Transformations Control area to open the Transformations dialog.

1. Select the viewports you want to restore. As shown above, click within a viewport to select it. Hold down the control key as you click to select additional viewports.

2. Select Restore View... from the File menu. Select a file name in the file browser and click OK.

What is Saved

Only global and local (frame) transformations are stored in a view parameters file. No information is stored for viewport attributes, look-from/look-at points, or Z clipping.

Other Notes

By default, the F5, F6, or F7 buttons restore a standard right, top, or front view (respectively) of the selected viewport. However, by holding down the Control key while pressing one of these keys, the current view will be saved to that key. Subsequent pressing of that key will restore the saved view. Only Global transforms are saved / restored by these operations, *not* Frame transforms.

SEE ALSO

How to Define and Change Viewports, **How to Create and Manipulate Frames**.

User Manual: **Save/Restore View**